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II. CLAIM AMENDMENTS

1. (Currently Amended) A method of starting a session in a synchronization system which comprises at least one electronic device acting as a client device and comprising communication means, at least one synchronization server and a telecommunication network providing a message transmission service, the method comprising the steps of:

configuring the synchronization server to determine for a request, indicating the need for starting a session and to be transmitted to the client device, the identifier of the synchronization server, a version identifier and the identifier of the requested synchronization session,

determining in the synchronization server the maximum size for a message that is to be sent from the synchronization server to the client device for the request,

determining coding instructions, by which at least one of the identifiers can be coded into a bit sequence requiring substantially fewer bits than its ASCII presentation, in the synchronization server and decoding instructions, by means of which the original identifier is obtained from the bit sequence, in the client device,

in response to the need of transmitting the request indicating the need for starting a session to at least one client device, forming one message, which message is shorter or as long as said maximum size and comprises at least said identifiers, at least one of which is presented as a bit sequence defined according to the coding instructions,

transmitting the message to the client device by using said message transmission service,

forming a session initialization message on the basis of the information included in the received message, at least part of said information being defined from the received bit sequence by means of said decoding instructions, and

transmitting the session initialization message from the client device to the synchronization server.

2. (Original) A method as claimed in claim 1, wherein a transport layer service in the synchronization system is configured by using a WAP protocol, whereby the message further comprises WSP header fields (Wireless Session Protocol).

3. (Original) A method as claimed in claim 2, wherein the message also denotes an application to which the content of the message should be directed, the denotation being defined by setting the information on the application to a

predetermined location as from the beginning of the message or after a predetermined character, and the content of the message is directed in the client device to the application denoted by the message.

4. (Currently Amended) A method as claimed in ~~any one of the preceding claims~~ 1, wherein the message transmission service is SMS.

5. (Original) A method as claimed in claim 1, wherein the identifier of the synchronization server is determined in the field containing a shared secret.

6. (Original) A method as claimed in claim 1, wherein the synchronization server is also configured to determine a bit sequence in the message, indicating whether the client or the server has caused the message.

7. (Original) A method as claimed in claim 1, wherein the coding instructions and the decoding instructions comprise one or more correspondence tables.

8. (Original) A method as claimed in claim 1, wherein the session is initialized for synchronizing a data set included in the client device and at least one database.

9. (Original) A method as claimed in claim 1, wherein the synchronization server transmits a request for starting a device management session, and the management session is initialized between the server and the client device.

10. (Currently Amended) A synchronization system comprising at least one electronic device acting as a client device and comprising communication means, at least one synchronization server and a telecommunication network providing a message transmission service, in which synchronization system:

the synchronization server is configured to determine for a request, indicating the need for starting a session and to be transmitted to the client device, the identifier of the synchronization server, a version identifier and the identifier of the requested synchronization session,

the synchronization server is configured to determine the maximum size for a message that is to be sent from the synchronization server to the client device for the request,

coding instructions, by which at least one of the identifiers can be coded into a bit sequence requiring substantially fewer bits than its ASCII presentation, are determined in the synchronization server and decoding instructions, by means of which the original identifier is obtained from the bit sequence, are determined in the client device,

in response to the need of transmitting the request indicating the need for starting a session to at least one client device, the synchronization server is configured to form one message, which message is shorter or as long as said maximum size and comprises at least said identifiers, at least one of which is presented as a bit sequence defined according to the coding instructions,

the synchronization server is configured to transmit the message to the client device by utilizing the message transmission service,

the client device is configured to form a session initialization message on the basis of the information included in the received message, at least part of information being defined from the received bit sequence by means of said decoding instructions, and

the client device is configured to transmit the session initialization message to the synchronization server.

11. (Original) A synchronization server, which synchronization server is configured to determine for a request, indicating the need for starting a session and to be transmitted to at least one client device, the identifier of the synchronization server, a version identifier and the identifier of the requested synchronization session, the synchronization server is configured to determine the maximum size for a message

that is to be sent from the synchronization server to the client device for the request, in which synchronization server coding instructions, by which at least one of the identifiers can be coded into a bit sequence requiring substantially fewer bits than its ASCII presentation, are determined, which synchronization server, in response to the need of transmitting the request indicating the need for starting a session to at least one client device, is configured to form one message, which message is shorter or as long as said maximum size and comprises at least said identifiers, at least one of which is presented as a bit sequence defined according to the coding instructions, and which synchronization server is configured to transmit the message to at least one client device by utilizing the message transmission service.

12. (Currently Amended) An electronic device comprising

means for receiving and transmitting messages,

means for communicating with a ~~device—management~~ server, for which ~~device—management—server~~ said electronic device acts as a client device,

means for storing decoding instructions, by means of which decoding instructions the original information is obtained from the bit sequence coded by the ~~device management—server~~,

means for converting at least one bit sequence included in the message received from the ~~device management~~ server into the original information on the basis of the decoding instructions,

means for forming an initialization message for a session between the ~~device management~~ server and said device on the basis of the information indicated by the message received from the ~~device management~~ server, at least part of information being defined from the received bit sequence by means of said decoding instructions,

means for sending the initialization message for the ~~device management~~ session to the ~~device management~~ server, and

means for altering the configuration of said device according to ~~management~~ commands received from the ~~device management~~ server during the ~~device management~~ session.

13. (Original) A computer program loadable to the memory of a synchronization server, said program product comprising a computer program code, which, when being executed in the processor of the synchronization server, causes the synchronization server to:

determine for a request, indicating the need for starting a session and to be transmitted to at least

one client device, the identifier of the synchronization server, the identifier of a synchronization protocol version supported by the synchronization server and the identifier of the requested synchronization session,

determine the maximum size for a message that is to be sent from the synchronization server to the client device for the request,

set coding instructions, by which it can code at least one of the identifiers into a bit sequence requiring substantially fewer bits than its ASCII presentation,

in response to the need of transmitting the request, indicating the need for starting a session to at least one client device, form one message, which message is shorter or as long as said maximum size and comprises at least said identifiers, at least one of which is presented as a bit sequence defined according to the coding instructions, and

transmit the message to at least one client device by utilizing the message transmission service.

14. (Currently Amended) A computer program loadable to the memory of an electronic device, said computer program comprising a program code, which, when being executed in the processor of the electronic device, causes the electronic device to:

set decoding instructions, by means of which decoding instructions the original identifier is obtained from the bit sequence coded by ~~the device management~~ server,

convert at least one bit sequence included in the message received from the ~~device management~~ server into the original information on the basis of the decoding instructions,

form an initialization message for a ~~device management~~ session between the ~~device management~~ server and said device on the basis of the information indicated by the message received from the ~~device management~~ server, at least part of information being defined from the received bit sequence by means of said decoding instructions,

~~means for sending~~ the initialization message for the session to the device management server, and

~~means for altering~~ the configuration of the device according to management commands received from the server during the session.

15. (New) A synchronization server according to claim 11, wherein a transport layer service is configured by using a WAP protocol, whereby the message further comprises WSP header fields (Wireless Session Protocol).

16. (New) A synchronization server according to claim 11, wherein the message also denotes an application to which the content of the message should be directed, the synchronization server being configured to define the denotation by setting the information on the application to a predetermined location as from the beginning of the message or after a predetermined character.

17. (New) A synchronization server according to claim 11, wherein the message transmission service is SMS.

18. (New) A synchronization server as claimed in claim 11, wherein the synchronization server is configured to determine the identifier of the synchronization server in the field containing a shared secret.

19. (New) A synchronization server according to claim 11, wherein the synchronization server is also configured to determine a bit sequence in the message, indicating whether the client or the server has caused the message.

20. (New) A synchronization server according to claim 11, wherein the coding instructions comprise one or more correspondence tables.

21. (New) A synchronization server according to claim 11, wherein the synchronization server is configured to

initialize the session for synchronizing a data set included in the client device and at least one database.

22. (New) A synchronization server according to claim 11, wherein the synchronization server is configured to transmit a request for starting a device management session, and the synchronization server is configured to initialize the management session between the server and the client device.

23. (New) An electronic device according to claim 12, wherein a transport layer service is configured by using a WAP protocol, whereby the message further comprises WSP header fields (Wireless Session Protocol).

24. (New) An electronic device according to claim 12, wherein the message also denotes an application to which the content of the message should be directed, the denotation being defined by information on the application in a predetermined location as from the beginning of the message or after a predetermined character, and the electronic device is configured to direct the content of the message to the application denoted by the message.

25. (New) An electronic device according to claim 12, wherein the electronic device is configured to communicate with the server by SMS.

26. (New) An electronic device according to claim 12, wherein the electronic device is configured to determine the identifier of the server from the field containing a shared secret.

27. (New) An electronic device according to claim 12, wherein the decoding instructions comprise one or more correspondence tables.

28. (New) An electronic device according to claim 12, wherein the server is a device management server and the session is a device management session.

29. (New) An electronic device according to claim 12, wherein the server is a synchronization server and the session is a synchronization session.